

CLAIMS:

1. A content-processing system (100) for processing (101) a content (102) to be presented (103) to a user (104), the content-processing system (100) comprising:
 - input means (105) for receiving (106) commands (107) from the user (104) to control (108) the processing operation (101);
 - 5 - a mood detector (109) for detecting a user's (104) mood (110), the mood detector (109) being coupled (112) to the input means (105), the content-processing system (100) being arranged to modify (111) the processing operations (101) in dependence on the commands (107) received (106), and the mood detector (109) being arranged to detect the mood (110) based on the received commands (107).
- 10 2. A content-processing system (100) as claimed in claim 1, wherein the mood detector (109) comprises pattern analysis means (113) for detecting a presence of a pattern (115) in the received commands (107), and wherein the mood detector (109) is arranged to detect the mood (110) based on detecting the presence of the pattern (115).
- 15 3. A content-processing system (100) as claimed in claim 2, wherein the mood (110) is a state of boredom (116), and wherein the pattern (115) is a relatively high frequency of received commands (107).
- 20 4. A content-processing system (100) as claimed in claim 3, wherein the content-processing system (100) is arranged to present alternative content (118) in response to detection of the state of boredom (116) by the mood detector (109).
- 25 5. A content-processing system (100) as claimed in claim 1, wherein the mood detector (109) comprises measuring means (119) for determining a measure of the received commands (107) and wherein the mood detector (109) is arranged to detect the mood (110) if the measure exceeds a threshold (121).

6. A content-processing system (100) as claimed in claim 5, wherein the measuring means (119) comprise storage means (122) for storing a value (123), and wherein the measuring means (119) are arranged to update (124) the value (123), in response to a command (107) being received (106).

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7. A content-processing system (100) as claimed in claim 6, wherein the measuring means (119) comprise:

- a timer (125) for determining a time; and
- means for incrementing and decrementing (126) the value (123),

10 wherein the measuring means (119) are arranged to increment the value (123) with an increment in dependence on the command (107) being received (106), and wherein the measuring means (119) are arranged to decrement the value (123) with a decrement in dependence on the time.

15 8. A mood detector (109) for use in the content-processing system (100) as claimed in claim 1.

9. A method for processing (101) a content (102) to be presented (103) to a user (104), the method comprising the steps of:

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- receiving (106) commands (107) from the user (104) to control (108) the processing operation (101);
 - modifying (111) the processing operation (101) in dependence on the commands (107) received; and
 - detecting (109) a mood (110) of the user (104) based on the received (106)
- 25 commands (107).

10. A computer program product operative to cause a programmable content-processing system (100) to execute the steps of the method as claimed in claim 9.